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STEP UP TO GOLF'S ULTIMATE CHALLENGE

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EA SPORTS PGA TOUR TPC TIGER WOODS

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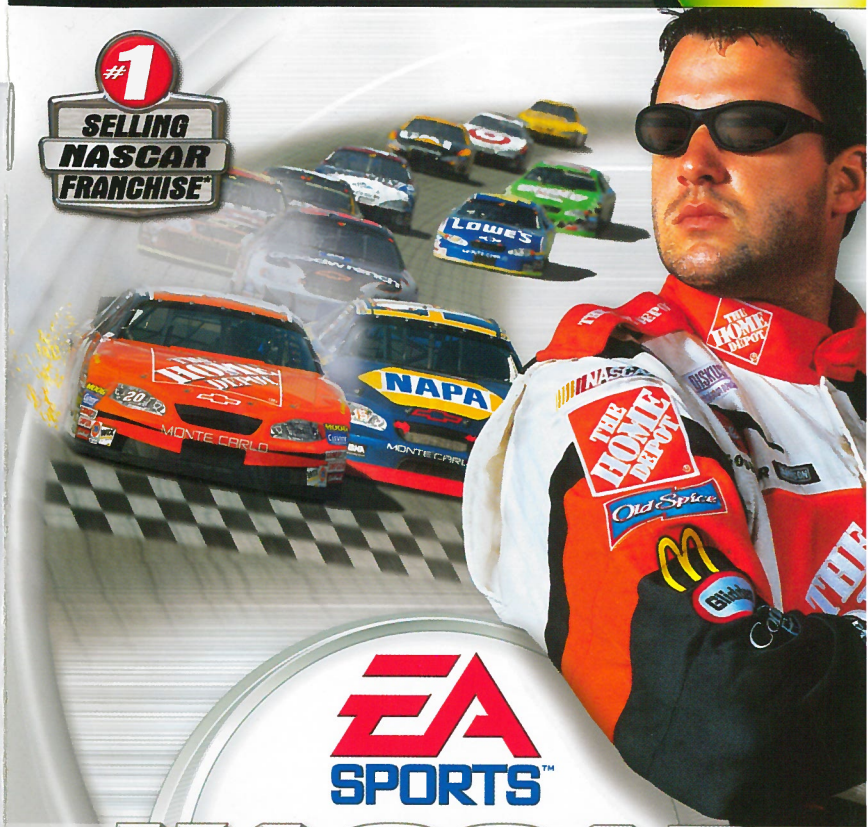
DVD ROM

EVERYONE E CONTENT RATED BY ESRB

XBOX

#1 SELLING NASCAR FRANCHISE*



EA SPORTS™

NASCAR THUNDER 2004™

EVERYONE E CONTENT RATED BY ESRB

NASCAR

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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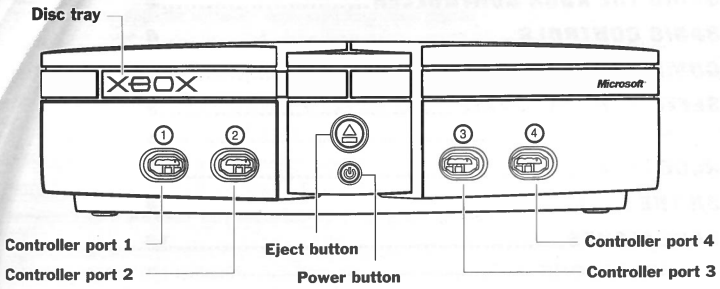
USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *NASCAR Thunder™ 2004* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *NASCAR Thunder 2004*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

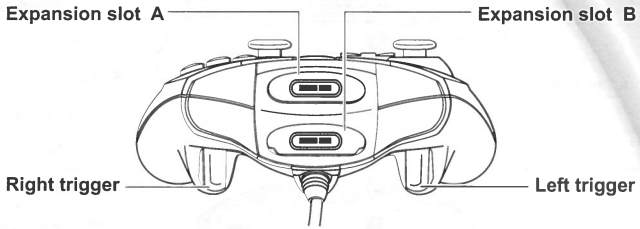
TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

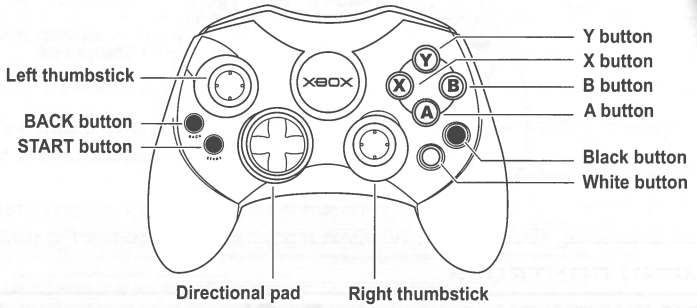
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

EA SPORTS NASCAR THUNDER 2004

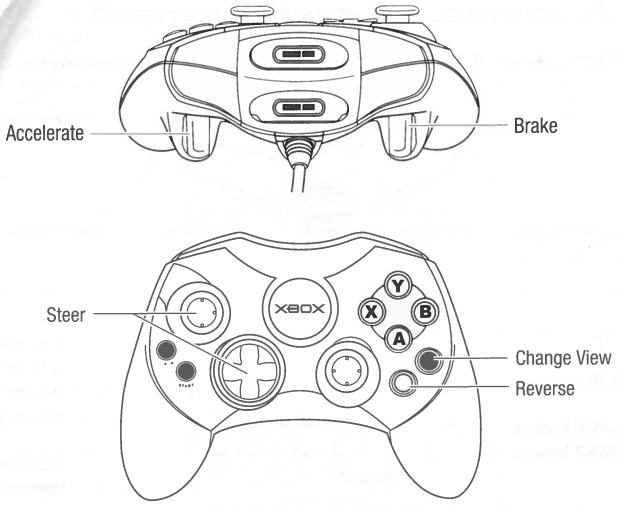
XBOX CONTROLLER CONFIGURATIONS





1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NASCAR Thunder 2004*.

BASIC CONTROLS



MENU CONTROLS

Highlight menu item	✣ or L↕
Change highlighted item	✣ or L↔
Select/Go to next screen	A or ▶
Return to previous screen	B or ◀
Help	X

❖ For a more detailed list of commands, ➢ *Complete Controls* on p. 5.

COMPLETE CONTROLS

COMPLETE RACING CONTROLS

Steer	✣ or L↕
Accelerate	R
Brake/Repair	L
Reverse (when already stopped)	○
Change view	X
Share draft	A
Toggle **Track map**/Damage meter	L (click)
Toggle **rear view mirror** ON/**OFF**	●
Toggle **HUD** Display	◀
Shift up/down (manual transmission only)	B/Y
Pause game	▶

For more info about this and other titles, visit EA SPORTS on the web at **www.easports.com**.

NOTE: *NASCAR Thunder 2004* autoloads game data from the Memory Unit (MU) or hard disk that contains a *NASCAR Thunder 2004* game data file.

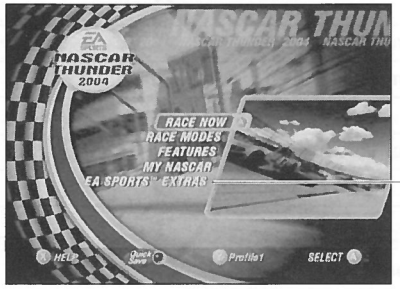
SETTING UP THE GAME

To take the checkered flag from the top drivers in NASCAR®, you must get the most out of your car.

NOTE: Default options are listed in **bold** in this manual.

MAIN MENU

Begin your *NASCAR Thunder 2004* experience here, where you can change your settings, launch a Season or a Career, or head straight to the track in Race Now mode.



Check out other great games from EA SPORTS, view credits, find your local MRN affiliate, or view videos

RACE NOW

Go to the track for one race against a field of the finest NASCAR drivers.

TO RACE NOW:

1. From the Main menu, choose RACE NOW. The Race Now Settings screen appears.
2. In the Race Now Settings screen, you can set parameters for your upcoming race. To change a setting, press the ⊕↕ or move the Ⓛ↕ to highlight the setting. Then, press the ⊕↔ or move the Ⓛ↔ to change it.

PLAYERS	Choose 1–4 players to compete in the race. You must have a controller plugged in for each player.
DIFFICULTY	Choose an overall Difficulty level: **EASY**, MEDIUM, HARD, EXTREME, or CUSTOM. Difficulty changes the settings for Driving Aids, AI Difficulty, Damage, and Unlimited Tires and Fuel.
RACE LENGTH	Set the length of the race to **3**, 5, 10, 25, 50, or 100% of the actual length of the race.

❖ For more information on these settings, ➢ *Gameplay Settings* on p. 24.

➲ To continue, press Ⓐ.

3. The Select Driver screen appears. Press the ⊕↕ or move the Ⓛ↕ to review drivers, and press Ⓐ to select a driver.

➲ To toggle sets of available drivers, pull Ⓛ or Ⓡ.

➲ To toggle between the different paint schemes available for the selected driver, press the ⊕↔ or move the Ⓛ↔.

➲ To view a driver's information, press ◯.

4. The Select Track screen appears. Press the ⊕↕ or move the Ⓛ↕ to review tracks, and press Ⓐ to select a track.

➲ Press ◯ to view Track Info.

➲ To change the race, press the ⊕↔ or move the Ⓛ↔.

5. The Race Weekend menu appears.

RACE WEEKEND MENU

Navigate your NASCAR weekend events, or head to the garage to change your car setup.

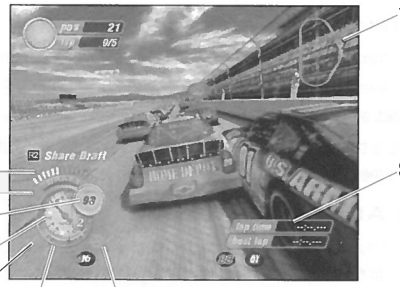
➲ To begin a driving session, press the ⊕↕ or move the Ⓛ↕ to highlight it, and press Ⓐ to begin.

PRACTICE	Take a few practice laps to get the feel of the track and your car setup on it.
QUALIFY	To start near or at the front of the pack, you must record a fast qualifying time. If you don't qualify before a race, you are placed at the back of the field, except in Race Now mode, where you start in the middle.
HAPPY HOUR	Last chance to experiment with your settings on the track.
RACE	Go to the track and start the race.
CAR SETUP	Tweak your car for the current track.
GAMEPLAY SETTINGS	Review your current gameplay settings. (➲ *Gameplay Settings* on p. 24).
SYSTEM SETTINGS	Adjust your audio and music settings (➲ *System Settings* on p. 26).
QUIT	Quit the race and return to the Main menu.

ON THE TRACK

Read up on these subjects to learn how to maneuver on the track.

RACE SCREEN



FLAGS

GREEN	When the green flag drops, the race is on.
YELLOW	The yellow flag signals an unsafe condition on the track. When it appears, you can race back to the start/finish line where you must slow and hold your position in the pack.

NOTE: After you cross the line under a yellow flag, all the cars are computer-controlled until the green flag appears.

WHITE	The white flag indicates that the lead driver has started the final lap of the race.
CHECKERED	The checkered flag indicates that the lead driver has crossed the finish line and won the race.

PIT STOPS

Your crew chief notifies you when you need to refuel, change tires, or repair damage.

❖ If you exceed the pit entry speed of 70 mph, a five-second penalty is added to your pit stop time.

TO MAKE A SUCCESSFUL PIT STOP:

1. Decide which services you want before entering the pits. When you enter pit road, the computer takes control of your car. The Pit Options menu appears.
2. Select your choices before your car comes to a stop.
3. When the pit stop is complete, your car pulls out of its stall. As you exit pit road, you resume control of the car.

GRUDGES AND ALLIANCES

During a race, your performance on the track can affect who's gunning for you in the next one. Helping other drivers to move up in the field or sharing drafts increases their opinion of you. Likewise, putting a driver in the wall or out of the race has consequences.

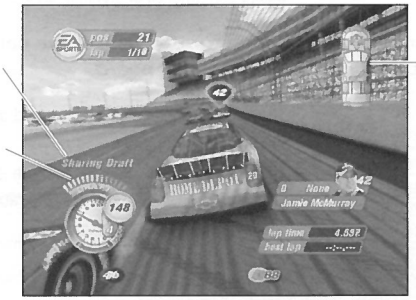
❖ Grudges and Alliances ratings are tracked over multiple races only in Season or Career modes.

SHARING YOUR DRAFT

It can be mutually beneficial to two drivers to share a draft. You can draft off another car or let another draft off of you, which can increase the other driver's respect for you.

A green Draft meter indicates you're sharing a draft

Draft meter shows the strength of your draft



Damage Meter

➲ Press Ⓐ to disengage the draft with this driver

TO SHARE A DRAFT:

1. Pull up close to an AI driver in front of you.
2. To share a draft, press Ⓐ.
3. Continue driving close behind the other driver to keep the draft going. As you continue to draft off of the other driver, his Grudges & Alliances rating of you increases.
4. To disengage a draft, press Ⓐ.

NOTE: If you lose the draft, your Grudges & Alliances rating with the other driver decreases until you disengage the draft. If the shared draft times out, you suffer an additional penalty to your rating.

PAUSE MENU

➲ To bring up the Pause menu during a race, press ▶.

RESTART SESSION/RACE	Restart the current session or race.
RETURN TO PIT	Return to the pits during Practice or Happy Hour.
PIT OPTIONS	Configure settings for your next pit stop.
CAR SETUP	Adjust your car setup. ❖ Car Setup can only be accessed during Practice or Happy Hour.
RACE STATS	View stats from the current race by driver.
GAMEPLAY SETTINGS	Adjust your gameplay settings (➢ *Gameplay Settings* on p. 24).
SYSTEM SETTINGS	Adjust system settings (➢ System Settings on p. 26).
QUIT SESSION/RACE	Abort the race or session and return to the Race Weekend menu.

POST-RACE

The Race Stats screen displays the finishing position and time/laps behind the leader for each driver.

➲ After winning a race, press ▶ before the Unofficial Results screen disappears. Spin donuts, burnouts, fishtails, or whatever revs your engine.

➲ To exit Celebration mode, press ▶ again.

➲ To exit Victory Lane, press Ⓐ.

RACE MODES

Pursue the Lightning Challenges and earn your Thunder Plates. Take some lessons and work on your Thunder License. After you master the challenges of SpeedZone, race for the Cup in Season mode, or work your way up the all-time ranks in Career mode.

SPEEDZONE

On the SpeedZone tracks, you can hone your skills in four critical areas: Drafting, Passing, Time Trials, and Blocking.

TO BEGIN A SPEEDZONE CHALLENGE:

1. From the Race Modes menu, select SPEEDZONE. Then, press Ⓐ.
2. To select a SpeedZone challenge, press the ⊕ ↔ and press Ⓐ.
3. To select the difficulty of the challenge, press the ⊕ ↔ and press Ⓐ.

LIGHTNING CHALLENGE

Prove you belong on the track in Lightning Challenge. If you can complete the challenges, you earn Thunder Plates to unlock cars, tracks, Create-A-Car Sponsors, and more.

TO BEGIN A LIGHTNING CHALLENGE:

1. From the Race Modes menu, choose LIGHTNING CHALLENGE and press Ⓐ.
2. Press the ⊕ ↕ to highlight a challenge. Press Ⓐ to watch video of the NASCAR driver featured in this scenario.
3. When the video is done, the challenge begins.

➲ To skip the video, press the Ⓐ button.

EA SPORTS NASCAR THUNDER 2004

THUNDER LICENSE

Gain experience behind the wheel by taking a tour of all NASCAR Winston Cup Series tracks with "The King," Richard Petty, and other top NASCAR drivers.

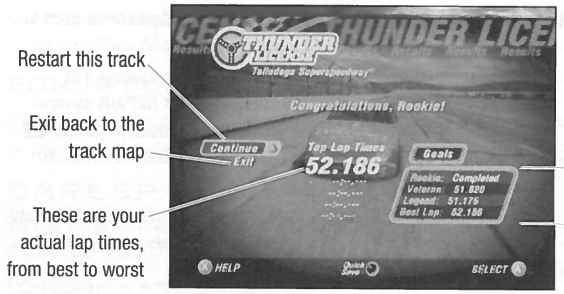
❖ At Rookie level in Thunder License, all assists are ON. At Veteran, only Stability Control is ON. At Legend, all assists are OFF.

TO BEGIN A THUNDER LICENSE RACE:

1. From the Race Modes menu, choose THUNDER LICENSE. The track select map appears.
2. Press the ⊕ or move the Ⓛ to highlight a track. Then, press Ⓐ.
3. The track information/driver coach select screen appears. Press the ⊕ ↔ to choose a coach. Press Ⓐ to advance to the pre-race info screen.
4. Press ▶ to go to the track.
5. Watch your gauges and listen to your coach for instructions.

POST-RACE

After you've run your laps, watch the License Replay to review your performance. The Thunder License Results screen then appears.



SEASON

You don't have to win every race to finish the season on top. Place well in a series of NASCAR Championship races, and you might end the season clutching the NASCAR Winston Cup.

TO START A NEW SEASON:

1. From the Race Modes menu, choose SEASON. The Season menu appears.
2. Choose NEW and press Ⓐ. The Season Settings menu appears.

* To load a previously saved Season, select LOAD at the Season menu. For more information,
➢ *Saving and Loading* on p. 27.

SEASON SETTINGS MENU

PLAYERS — Choose 1–4 players to compete in your Season.

SCHEDULE — Choose a **12-**, 24-, 36-race season, or build a CUSTOM season.

AI DIFFICULTY — Choose a level of competition from **ROOKIE**, VETERAN, or LEGEND. The difficulty increases with each level.

RACE LENGTH — Set the length of the races to **3**, 5, 10, 25, 50, or 100% of the actual length of the races.

UNLIMITED FUEL/TIRES — When set to **ON**, tires don't wear and you never need to refuel.

DAMAGE REPAIR — When NORMAL, your car can sustain damage that may affect your performance. **QUICK REPAIR** damage allows you to repair your car on the track by pulling L. VISUAL ONLY means that damage does not affect car performance.

YELLOW FLAGS — When ON, yellow flags appear in the race due to a hazard on the track. During a yellow flag, cars are AI-controlled after they cross the line.

MULTIPLAYER SPEED COMP — When ON, trailing player cars receive a speed boost to make the race more competitive.

MULTIPLAYER AI CARS — When racing in a multiplayer race, you can choose to have additional AI cars (**ON**) or just race against the other players (OFF).

NASCAR® POINTS SYSTEM

The chart below indicates the points awarded for the top 24 spots in a NASCAR event.

POSITION	POINTS	POSITION	POINTS	POSITION	POINTS
1	175	**9**	138	**17**	112
2	170	**10**	134	**18**	109
3	165	**11**	130	**19**	106
4	160	**12**	127	**20**	103
5	155	**13**	124	**21**	100
6	150	**14**	121	**22**	97
7	146	**15**	118	**23**	94
8	142	**16**	115	**24**	91

❖ Drivers who finish below 24th place receive three points less for each position (e.g., 25th place receives 88 points; 27th place receives 82).

BONUS POINTS

Each driver who leads the race for at least one lap receives five bonus points.

❖ The driver who leads for the most laps in a race receives five additional points.

CAREER

Sign up the best crew, acquire the top sponsors, and incorporate the latest racing technology to build your NASCAR dynasty over 20 seasons.

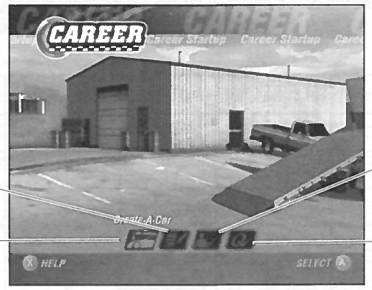
TO BEGIN A NEW CAREER:

1. From the Race Modes menu, choose CAREER. The Career menu appears.
2. Select NEW and press Ⓐ.

➲ To load a previously saved Career, choose LOAD at the Career menu. For more information,
➢ *Saving and Loading* on p. 27.

3. The Career Settings screen appears. Adjust your Career settings and then press ▶. The Career Startup menu appears.

CAREER STARTUP SCREEN



Grab some sponsors

Build a car to take you through your NASCAR career

Get yourself a team of solid builders and crew

Use this option to sign your sponsors quickly

CREATING A CAR AND DRIVER

1. From the Career Startup menu choose CREATE-A-CAR and press Ⓐ. The Create-A-Car menu appears.
2. To create a new car, highlight NEW and then press Ⓐ.
3. Select a car design and press Ⓐ to continue.
4. The Driver/Car/Colors pop-up appears. Choose DRIVER. The Driver menu appears.
5. Enter your driver information. To return to the Driver/Car/Colors menu, press Ⓑ.
6. Select CAR. Enter the name, and adjust your car options. To return to the Driver/Car/Colors menu, press the Ⓑ button.
7. Select COLORS. Choose the color of your car. To return to the Driver/Car/Colors menu, press Ⓑ.

➲ When highlighting a color from the color picker, press Ⓨ to preview the car.

8. To return to the Career Startup menu, press Ⓑ. If you wish to save your changes, choose YES and press Ⓐ.

SIGNING SPONSORS

Top sponsors pay a lot for performance, and expect a lot out of you. Top finishes add prestige for your sponsors, who will then expect a top finish in your next race.

If you fail to meet sponsors' expectations, you won't receive any money from them that race.

❖ Choose the right sponsors for your skill level. If you can't meet their expectations, you might lose them.

1. From the Career Setup menu choose SIGN SPONSORS and press Ⓐ.

➲ To let the game sign your sponsors for you, select the QUICK SIGN option.

2. The Sponsorship menu appears. Select your Primary, Secondary, Associate, Team, and Driver sponsors.
3. When you've finished signing all of your sponsors and have looked over their expectations/ requirements, press Ⓑ to return to the Career Startup menu.

SIGNING YOUR TEAM

Crew members with high ratings expect you to perform at a high level. A crew member must have a happiness rating over 75 to perform at his advertised skill level. If a crew member's happiness rating drops below 50, he might quit.

1. From the Career Setup menu choose SIGN TEAM and press Ⓐ. The Team screen appears.
2. Review the openings you need to fill on your team. Press Ⓐ to look for a candidate for the highlighted position.

❖ Candidates with higher skill, speed, and potential cost more to sign. Remember to save money for R&D and repairs.

3. Press the ✚ or move the Ⓛ to select a position to fill, and press Ⓐ. A list of candidates appears.
4. Press the ✚↕ or move the Ⓛ↕ to view the candidates available. Press Ⓐ when you have highlighted the one to sign.

➲ As your race team improves, better candidates become available.

5. Repeat these steps until you have signed all of your open positions.

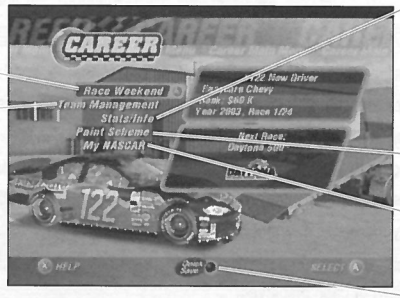
RACE WEEKEND

❖ If you choose to race the event, you can adjust the setup of your car, practice, or qualify for a starting position.

❖ After the race, the Post Race screen appears. Review your performance and your finances.

Go to the Race Weekend menu (➢ *Race Weekend Menu* on p. 8)

Manage your sponsorships, manage your team, go to your garage, or oversee your R&D projects (➢ *Team Management* on p. 18)



View the race schedule, look at the standings, view driver stats, view drivers' respect, or see award winners

Change your paint scheme

Adjust your settings (➢ *My NASCAR* on p. 21)

Save your Career to a MU or hard disk (➢ *Saving and Loading* on p. 27)

TEAM MANAGEMENT

Manage your sponsors, team, garage, and R&D efforts to get the most out of your career.

NOTE: Some of the more involved Team Management functions are described below.

SPONSORSHIP

Sponsors provide the funds to pay your crew, perform R&D, and write your personal paycheck.

➲ From the Team Management menu select SPONSORSHIP. The Sponsorship menu appears. For more information, ➢ *Signing Sponsors* on p. 16.

TEAM

Review your team members, their contracts, and their overall happiness. If team members are under-performing, you have the power to fire them.

➲ From the Team Management menu, choose TEAM. The Team menu appears. For more information, ➢ *Signing Your Team* on p. 17.

❖ To get the most out of R&D, hire the best Builders you can afford.

GARAGE

Review the status of each Engine, Chassis, or Body, and then decide if you want to repair, overhaul, or sell individual components.

NOTE: Before advancing to the next race, you must build a race car by selecting a Chassis, Engine, and Body.

TO REPAIR, OVERHAUL, OR SELL A CAR COMPONENT:

1. In the Garage menu, press the ⊕ to select the type of car item to work on.
2. To select the component to repair, overhaul, or sell, press the ⊕↕. Then press Ⓐ.
3. Highlight REPAIR or OVERHAUL and press Ⓐ.

❖ Overhauling an engine increases its power, efficiency, and durability ratings.

❖ Overhauling a chassis increases its tire grip, tire wear, and durability ratings.

❖ Overhauling a body increases downforce, drafting, and durability.

➲ To sell the item, highlight SELL, and press Ⓐ. When you confirm the sale, the component is sold for the amount of cash displayed.

4. If you're repairing or overhauling the part, its condition is displayed. The current ratings for the part are listed, followed by the projected ratings for it upon completion of the project.

SHOP ADDITIONS

In the Shop Additions screen, you can purchase new tools and equipment to improve the quality and speed of your workshop.

TO PURCHASE A SHOP ADDITION:

1. In the Garage menu, press the ⊕↔ to select the category of your desired Shop Addition, and press Ⓐ. The list of available Additions is displayed.
2. To select the Addition to purchase, press the ⊕↕. Then press Ⓐ.
3. Then, press the ⊕↔ to select the level of investment in your Shop Addition. Press Ⓐ.

❖ Investing more in the Shop Addition project means that the project is completed sooner.

REFERENCE

Be sure to review the Reference library of tips to manage your garage effectively.

SAVING A CAREER

TO SAVE A CAREER IN PROGRESS:

1. From the Career Mode menu, press ●. The Save Location screen appears.

➲ To toggle display of all files or only the changed ones, press the ⊕↔.

2. To select a file to save, press the ⊕↕. Then press Ⓐ.
3. Select the Memory Unit (MU) or hard disk to save your career to and press Ⓐ.
4. The Save screen appears. To select a slot in which to save your career file, press the ⊕↕. Then press Ⓐ.
5. Enter a name for the file. Highlight DONE, and press Ⓐ.
6. Press Ⓐ to acknowledge the confirmation. You then return to the Career Mode menu.

CAREER TIPS

From time to time, Career Tips appear on-screen to provide guidance in developing your career.

❖ You can review previous Career Tips in the Reference screen.

❖ Check the Team Management menu after each race. The News box informs you of important events and changes in your race team.

FEATURES

You can create your own car and driver, view and activate your Thunder Plates, and learn more about driving in NASCAR.

WHAT'S NEW

Catch up on all of the new features in *NASCAR Thunder 2004.*

NASCAR 101

In NASCAR 101, you can learn the basics of how to race on the NASCAR circuit in the game modes of *NASCAR Thunder 2004.*

CREATE-A-CAR

Design the perfect NASCAR ride and your own driver.

TO CREATE A CAR:

1. From the Features menu, choose CREATE-A-CAR. The Create-A-Car menu appears.
2. Highlight NEW and then press A.
3. Press the ⊕ ↔ or move the L ↔ to select a car on which to base your new car.
4. Continue as you would when creating a car in Career mode (➢ p. 15).

TO USE A PREVIOUSLY CREATED CAR/DRIVER:

After you have created a car, you can use it in Race Now, Season, and Career modes.

- In Race Now or Season, press the ⊕ ↕ or move the L ↕ until you highlight the name of your created car or driver. Then press A.
- In Career mode, select MODIFY from the Create-A-Car menu. Press the ⊕ ↔ or move the L ↔ until your created car appears. Then press A.

MY NASCAR®

Use the My NASCAR feature to review your best laps on each track or change your personal settings.

EA SPORTS™ BIO

EA SPORTS Bio is a new feature designed to reward you for playing EA SPORTS titles. Your EA SPORTS Bio, a file shared between all EA SPORTS games via your hard disk, is a résumé that tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

- The first time you select EA SPORTS BIO from the My NASCAR screen, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level (➢ below).

NOTE: The EA SPORTS BIO can **only** be saved to your Xbox hard disk.

EA SPORTS™ GAMER LEVELS

When you first create your EA SPORTS Bio, you start out as a Level One gamer. There are multiple ways that you can earn credit toward a promotion to the next level.

EA SPORTS TITLES PLAYED

Every EA SPORTS title that you add to your EA SPORTS résumé gets you more credit toward the next level gamer. Play more products, earn a higher level rating-it's as easy as that.

GAME TIME

And you thought you'd never get recognized or rewarded for all the time you put in on EA SPORTS titles. Finally you get rewarded for all your loyalty and devotion to EA SPORTS. Does it get any better than this? The more time you put in, the faster you rise to the next level.

NUMBER OF GAMES PLAYED

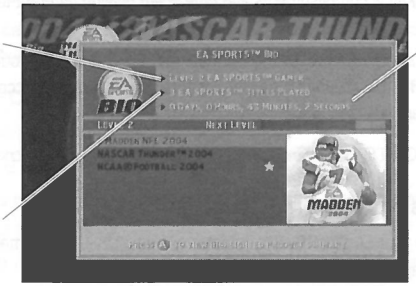
Every game you play and complete gives you credit toward the next level. In addition, winning games gives you additional bonus points toward your level.

REWARDS

When you reach a new level, you may unlock a game-specific reward. Some rewards are bigger than others; it all depends on the level you achieve.

❖ A level increase potentially unlocks rewards for all EA SPORTS titles in your Bio, regardless of which title the level was achieved while playing.

PRODUCT LISTING SCREEN



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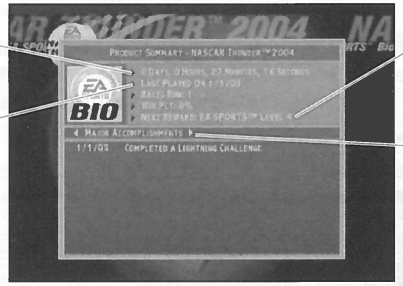

ACCOMPLISHMENTS

In each EA SPORTS game, there are certain accomplishments that you can achieve. These accomplishments vary by title.

❖ When you achieve an accomplishment, a prompt appears asking if you want to save this accomplishment to your EA SPORTS Bio.

MAJOR ACCOMPLISHMENTS

This list shows the five highest-ranking accomplishments.

RECENT ACCOMPLISHMENTS

This list shows the most recent accomplishments, sorted by date.

TROPHY ROOM

In the Trophy Room, you can review all of the hardware you've earned in your NASCAR battles.

➲ To review other trophies, press the ⊕ ⟷ or move the Ⓛ ⟷. To go to other halls in your Trophy Room, continue pressing the ⊕ ⟷ or moving the Ⓛ ⟷.

➲ To view the highlighted trophy, press Ⓐ.

THUNDER PLATES

See which plates you've earned and toggle their effects.

TO ACTIVATE A THUNDER PLATE:

1. From the My NASCAR menu, choose THUNDER PLATES. The Thunder Plates menu appears.

➲ Pull L/R to turn the page and view more Thunder Plates.

2. To toggle a Thunder Plate, press the ⊕ or move the Ⓛ to highlight the plate and press Ⓐ.

BEST LAPS

Your best lap times for each track are recorded for your review. Can you improve on them?

➲ To view your best laps, choose BEST LAPS. The Best Laps screen appears. Press the ⊕ or move the Ⓛ to cycle between categories.

➲ To delete a best lap, highlight the lap time you want deleted and press Ⓐ or ▶.

GAMEPLAY SETTINGS

In the Gameplay Settings screen, you can tweak your gameplay, display, and controller settings. Or, load saved settings from the MU or hard disk.

➲ To change a setting, press the ⊕ ↔ or move the Ⓛ ↔ to highlight a setting category. Then, press Ⓐ. Press the ⊕ ↕ or move the Ⓛ ↕ to highlight a setting.

NOTE: In Career mode, some of these settings may not be available. To change them, save your career, and open the settings screens through My NASCAR on the Main menu.

RULES

AI DIFFICULTY — Choose a level of competition from **ROOKIE**, VETERAN, or LEGEND. The difficulty increases with each level.

RACE LENGTH — Set the length of the race to **3**, 5, 10, 25, 50, or 100% of the actual length of the race.

ALLOW ASSISTS — Allow the use of gameplay assists.

UNLIMITED FUEL/TIRES — When set to **ON**, tires don't wear and you never need to refuel.

DAMAGE — When set to NORMAL, your car can sustain damage that may affect your performance. **QUICK REPAIR** allows you to repair damage on the track (by pulling Ⓛ). VISUAL ONLY means that damage does not affect car performance.

YELLOW FLAGS — When ON, yellow flags can appear in the race prompting you to exercise caution due to a hazard on the track. Cars are AI-controlled during yellow flags after they cross the line.

MULTIPLAYER SPEED COMP — When **ON**, trailing player cars receive a Speed boost to make the race more competitive.

MULTIPLAYER AI CARS — When racing in a multiplayer race, you can choose to have additional AI cars (**ON**) or just race against the other players (OFF).

ASSISTS

INFORMATIVE BEST LINE — When ON, the best line to follow is displayed on the track.

DRIVING ASSISTS — When set to **FULL**, all driving assists are displayed on the track, including Auto Brake, and Stability Control. LIMITED driving assists includes only Stability Control.

DISPLAY

LEADERBOARD — Toggle display of the leaderboard in the game.

INFO DISPLAY — Set the information display in the upper-right corner: NONE, **TRACK** layout and car positions, or car DAMAGE.

CAMERA ANGLE — Set the camera angle. Default angle is **CLOSE CHASE**.

CAMERA SHAKE — When **ON**, the camera shakes when your car hits another car or a wall.

REAR VIEW MIRROR — Toggle display of the rear view mirror in your car.

RIVAL-PASSING INDICATORS — When **ON**, your rivals on the track have ared icon displayed above their cars. Green arrows indicate your allies.

CONTROLLER

➲ To use a different controller configuration, press the ⊕ ↕ or move the Ⓛ ↕ to select the current configuration. Then press the ⊕ ↔ or move the Ⓛ ↔ to change it.

➲ To toggle controller vibration, press the ⊕ ↕ or move the Ⓛ ↕ to select the Vibration setting. Then, press the ⊕ ↔ or move the Ⓛ ↔ to change it.

USER INFO

In the User Info screen, you can set the basic user information for any of your four profiles and select one to use. For more information, ➢ *Profiles* on p. 26.

LOAD

In the Load screen, you can load saved settings from the MU or hard disk. For more information, ➢ *Saving and Loading* on p. 27.

SYSTEM SETTINGS

AUDIO

SPEECH VOLUME	Set the volume of speech in the game.
IN GAME AUDIO	Select the type of audio in the game: NONE, **SPEECH**, SPEECH/TIMES, or MUSIC.
SOUND FX VOLUME	Set the volume of sound effects in the game.
ENGINE VOLUME	Set the volume of engine noise in the game.
MUSIC VOLUME	Set the volume of music in the game.

MUSIC

- To toggle playback of a track in the game, press the ⊕↕ or move the L↕ to highlight the track. Then, press A.
- To select tunes from a different album, press the ⊕↕ or move the L↔ to display a different album.
- Customs tracks that you have stored on your hard disk are available under the album name in which they were saved through the Xbox dashboard.

NOTE: Custom tracks must be on your hard disk for playback in *NASCAR Thunder 2004*. For more information, refer to your Xbox documentation.

LOAD

In the Load screen, you can load saved settings from the MU or hard disk. For more information,
➢ *Saving and Loading* on p. 27.

PROFILES

You can create up to four different profiles to store specific gameplay settings.

TO LOAD OR CREATE A PROFILE:

1. To view your profiles, press Y in the Main menu.
2. The User Information for the current profile is displayed.

- To review a different profile, press the ⊕↕ or move the L↕ to highlight the current profile name. To select a profile, press the ⊕↔ or move the L↔, and press A.

SAVING AND LOADING

Save or load files from your MU or hard disk.

NOTE: Never insert or remove a MU when loading or saving files.

QUICK SAVE

In some screens, you can quickly save the current state of your Season, Career, or progress.

- If Autosave is ON, you do not need to save your game with Quick Save, but you can choose to do so.

TO QUICK SAVE:

1. If you see the Quick Save icon at the bottom of the screen, press ●. The Quick Save screen opens.
2. Press the ⊕↕ or move the L↕ to select the file to save. Then, press A.
3. Press the ⊕↕ or move the ⊕↕ to select the MU or hard disk in which to save the file. Then, press A.

- To delete a file, press Y.

AUTOSAVE

Your progress can be tracked automatically by using the Autosave feature. When it's used, your current settings and game state are saved automatically.

TO TOGGLE AUTOSAVE:

- In any screen where Quick Save is available, press ●. The Quick Save screen opens. To toggle Autosave, press Y.

LOADING A CAREER OR SEASON

TO LOAD A CAREER OR SEASON:

1. From the Main menu, select RACE MODES. Then, select either CAREER or SEASON.
2. Highlight LOAD and press A.
3. Select the MU or hard disk that you wish to use.
4. Highlight the file you wish to load, and press A.

- To delete a file, highlight it and press Y.

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